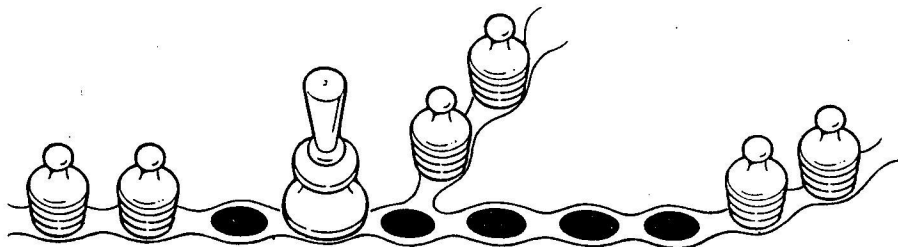


weakening his opponent's attack. His purpose in the game is to surround the red piece (the king) and thereby win. To do this he must have his pieces safe from attack, on all roadways which the King must take to move from the spot he occupies.

EXAMPLE:



In the illustration the King is completely surrounded and therefore the Streslau player has won the game. (Note: If the Zenda player had lost both of his yellow pieces, single pieces on the paths where the two pieces are illustrated would win the game as the Zenda player would no longer be able to capture.)

Rules for three or four players.

Three persons may play this game as follows:—Have one player move the Black Michael piece (the large green piece); have one player move the army (the eight small green pieces); and have the third player move the three large pieces from Zenda.

Four persons may play this game as follows:—Divide the moves as above in the rules for three players, but in addition divide the three Zenda pieces between players three and four so that player three moves the large red piece, representing the King, and player four moves the two yellow pieces, representing Rudolph and Colonel Sapt.

If players prefer, two or more may combine on each side, in which case one group plays the other group according to the rules for a two-player game.

RULES FOR PLAYING

The PRISONER of ZENDA

TRADE-MARK

PARKER BROTHERS, INC.

SALEM, MASS., NEW YORK, LONDON

Best for two people, but three
or four may play.

BRIEF IDEA OF THE GAME

As in the story and picture, the object of one player in the game is to get the Prisoner of Zenda, represented by the large red piece, safely to Streslau from Zenda and the object of the other player is to prevent him from doing so. The player succeeding in his purpose wins.

EQUIPMENT

In this game there is a board on which are illustrated the castle at Zenda and the palace at Streslau and numerous playing tracks representing the roads between them. There are 3 dice, 4 large pieces and 8 smaller ones. The large red piece represents the King, who was Prisoner of Zenda, the 2 large yellow pieces Rudolph and Colonel Sapt and the large green piece Black Michael. The 8 smaller green pieces represent the army which Black Michael commands.

TO START THE GAME

One player takes **all** the **green** pieces (one large and 8 small) and places them as he wishes on any **blue spots** adjacent to Streslau. The other player takes the other large pieces (2 yellow and one red) and places them anywhere on the blue spots adjacent to Zenda.

It is the object of the player at Zenda to get the King (the red piece) through the army to **reach** one of the **white spots** at Streslau and it is the object of the player at Streslau to prevent him from doing so.

THE PLAY

The player at Streslau first throws **all three dice at one time** and moves **three** of his pieces, **one for each die**. That is, if he throws 1, 3, and 6, he may move any piece (large or small) one spot, another piece three spots, and a third piece six spots.

He **cannot move** one of the small army pieces the **sum** of two or the **total** of three dice, but he **can move his large piece** on **one die**, or the sum of **two dice** or the total of **all three dice** as he wishes, **excepting** when his large piece is on one of the blue or white spots around Streslau, at the start of his move. **In this case** he may only **move his large piece** on **one die**. The player at Zenda may move any of his three pieces the total of three, or the sum of two dice, anywhere on the board at any time during the game. If a large piece is moved the sum of two dice the remaining die is applied to moving some other piece.

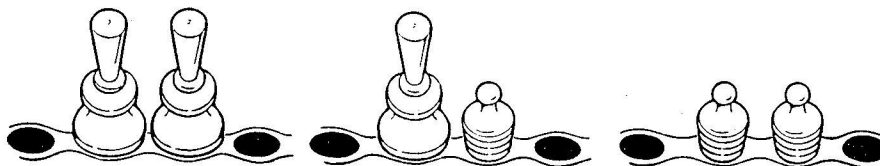
Pieces may be moved in any direction, backward, forward, or side-wise, over any road, provided they do not retrace in one move; that is, if a piece is to be moved five spots, shown on a die, it could not move three spots in one direction and then retrace two over the road already passed. In case of a large piece, however, a player having a doublet, say double 3, could move the piece out 3 and then come back with the other 3 to the original spot. This movement is especially valuable in making a sudden raid in order to capture an enemy's unprotected piece and get back to a protected space. Likewise a player throwing 6, 4, 2 could move a large piece 6 spaces and combine the 4 and 2 to return to the original position or he could move ten in one direction ($6 + 4$) and come back the 2 spaces indicated by the other die.

CAPTURING

Any piece, large or small, **except the large red piece**, captures an opposing piece, large or small, when the throw of the dice allows it to land **on the same space**. Captured pieces are taken from the board at once.

No piece may be passed **on the same track** by any other piece, whether friend or foe, and only one piece may occupy any one spot at a time.

Two pieces are **safe from capture** when they are together, that is, upon immediately adjacent spots. One piece supports the other and neither can be captured. (*See illustration.*)



Exception: Any piece on the **white spots** of its own city or on the **blue spots** in its immediate neighborhood **may be captured** whether it is supported or not.

THE RED PIECE

The large red piece is the important piece in the game. It cannot capture or be captured and therefore, cannot be moved to or through any spot occupied by any other piece on the board. However, the Zenda player may make a blockade with his red piece and one of his yellow pieces.

TO WIN

The Zenda player should endeavor to capture green men with his yellow pieces to open a hole in the green line through which his red piece may slip to Streslau and thus win the game.

The Streslau player should first attempt to stop all paths leading to his city by a blockade of two pieces at critical points and should then attempt to capture the yellow pieces with his large or small ones for the purpose of